

Active with AAC



Red Light, Green Light

Red light! Green light! A classic and simple race game for all. You don't need any extra materials to play this simple game. Have fun, get some energy out, and keep communicating! Use your high-tech AAC device or a low-tech back up, just keep talking and keep it natural.

Core Words

are	all
do/did	I
go/stop	you
is	he
like	she
take	big/little
win	fast/slow

Materials

Place to run (hallway, field, etc.)	Child/client You AAC System
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Model It on the AAC System

Modeling on your child's AAC system is just "talking" using his/her language! When you say a word with your voice, also say it using your child's voice. Take time to learn about the organization of your child's language. Use Word Finder, a helpful tool, to remember where to find words.

finder
word

Find
Word

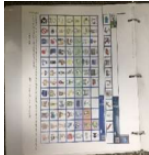
Reasons to Communicate	One Word	Two Words	Three(+) Words
Getting Wants/Needs Met (requesting objects/ activities/permission/ attention, etc. directing action/to stop, request help)	Stop Go You Me There Take Red Green	You go All go All stop Go there Stop there Take big Go slow Green go	All go fast All stop here Take big ones You go slow Go there fast You go slower He go faster Go there fast
Exchange Information (share and show objects, confirm/deny, request information, etc.)	Stop Go Fast Slow You Me He She Win All Take	Go fast Go slow All go All stop You win He win She fast She go Go there Stop here Take big	She go fast You go fast He go slow All stop there Take big ones Take little ones She win it You did it You are fast Take little fast You go there
Social Closeness/Etiquette (greet, take turns, comment, etc.)	Win You Good Like Fun Fast Slow Big Little	You win I win Good job Take big Go slow Go fast You fast That big That little	You win it You go/went fast That is big She go slower I like that That is fun You took big I take little You are fast

Tips to Engage, Expand, and Succeed:

- The rules are simple. All the racers start at one point. One person acts as a stop light saying "red light" or "green light". Red light means stop, green light means go. Whoever gets to the finish line or tags the stop light first is the winner.
- Focus on modeling core words while playing this game. You can say red, green, go, or stop to direct the racers.
 - You can use other core words to direct how the racers move toward the finish line: go slow, go fast, slower, faster, take big steps, take little steps.
- Looking for more creative ideas for Red Light, Green Light? Try giving directions to walk like different animals, take a certain numbers of steps, or use other describing words to tell the racers how to move.
 - You can also give directions to each racer individually. You can give the same direction to each individual or change it.
 - Or add more steps to the directions for the racers to move forward. For example, "Take 3 big steps, then jump 2 times."
- Remember, to talk like you naturally would and have fun!

Using a lite-tech communication board? Or need some choices to help you communicate during this activity?

The following strips can be used as choice boards or fringe vocabulary for the above activity. If you are using this as fringe vocabulary, you will need one of our lite-tech flip books or a single page communication board. These boards are available on our website. Download the boards [here](#). You can add these strips to a flip book. Or, you can Velcro these to the top of a single page lite-tech core word board.



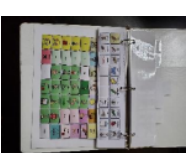
You can add this strip to a LAMP WFL, Unity 84, Unity 60 lite-tech system.

		green light																	
big						win						fast						red light	
																			slow








You can add this strip to Unity 28 lite-tech system.

	green light		red light		win		
big		little		fast			slow

For WordPower
Vocabularies



You can add this strip to the WordPower 60 Basic Flip Book to the GROUPS tab.

 <p>win</p>	 <p>red light</p>
	 <p>green light</p>
 <p>big</p>	
 <p>little</p>	
	 <p>fast</p>
	 <p>slow</p>

